ATARI

TIME PILOT™

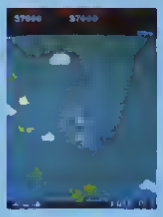
Earn Your Profit Wings in a Journey Through Time

ATARI®

Watch your profits soar as your players take flight with Time Pilot™*, the amazing new coin video game from Atari®. A single player at the controls of a modern day jet plane must combat enemies from man's five ages of flight and rescue parachuting pilots for extra points.

During the Time Pilot's flight in each age, he must wipe out the enemy's aircraft. In addition, he must destroy the mothership in each age by hitting it 7 times, in order to move on to the next age of flight. Some of the ships fly in formation. Still more points are garnered by rescuing parachuting pilots.

A.D. 1910. Biplanes ruled the skies. They're no match for the player's modern jet fighter, but they are persistent and there are lots of them. They fire a hail of bullets at the player's jet, but they can be easily outmaneuvered and shot out of the sky. As soon as the player hits the mothership with 7 shots, he can time warp into the next age of flight.



A.D. 1940. Monoplanes, much faster, more powerful and more deadly now fill the skies around the player. Every so often a mid-size bomber will appear to harass the Time Pilot, but 4 direct shots will knock him out. The player still has a technical advantage, but the monoplanes do pose a threat. And the bombs they drop are also fatal.

A.D. 1970. Incredible jet-range helicopters armed with deadly homing missiles are battling against the player's jet now. These helicopters are exceptionally maneuverable, seemingly appearing out of nowhere - from out of the clouds above, below and behind the player's jet.

A.D. 1982. Modern day jets are a force to reckon with. This is the present and the player must fight exactly the same jet with which he is equipped. The player's skill is truly challenged as he must avoid the homing missiles fired by the enemy jets.

A.D. 2001. UFOs and flying saucers are the deadly nemesis of the Time Pilot. The player, having winged his way through the earlier four stages of flight, is faced with the ultimate challenge in the future. The technology of the UFOs far outstrips that of the player's jet. And worse yet, the player has no way of knowing what type of weaponry he faces.

CONTROLS. The player controls Time Pilot with an 8-position joystick which allows maximum maneuverability. The fire button, sending a single shot per button pressure, gives the player protection against the enemy pilots. Fire buttons are located on either side of the joystick to accomodate right-handed and left-handed players.

Operator Options

Game Difficulty. 8 different operator-selectable settings, from Very Easy to Very Difficult.

Game Lives. Operators may select 3, 4, 5 or 256 lives (for demonstration).

Bonus Levels. Adjustable for Bonus at 10,000 points and every 50,000 points thereafter, or Bonus at 20,000 points and every 60,000 points thereafter.

Self-Test. Allows operators to check game switches and computer functions.

Coin Modes. 16 different coinage modes available, including Free Play.

Music. Operators may choose whether or not they would like music during the attract mode.

Dimensions. Height 67", 170.2 cm., Width 24", 61 cm., Depth 27" 68.6 cm. Weight 205 lbs. 93 kg.

Time Pilot is a skill challenge for the entire family. You and your players both will be flying high. The sky's the limit with new Time Pilot from Atari.

Distributed By:

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